

RISE

OF THE ROBOTS



MIRAGE™

ACTUAL IN-GAME GRAPHIC



RISE OF THE ROBOTS



"...REVOLUTIONARY 3-D GRAPHICS, POWERFUL AI AND OF COURSE INSTANT PLAYABILITY"

PC 1999

"TECHNICALLY THIS IS PROBABLY THE MOST ADVANCED GAME EVER..."

GAME, NOV 1994 - 50%

"MIT DER GESCHWINDIGKEIT, DER KAMPFSTÄRKE, DEM HANDLING UND DEN GANZEN SONSTIGEN PARAMETERN ZEIGT SICH RISE OF THE ROBOTS VON EINER SEITE, AN DIE MAN VOR KÜRZER ZEIT NOCH NICHT MAL IM TRAUM DENKEN WOLLTE"

KIOL, DEUTSCHLAND



"...YOU'LL WISH ALL OF YOUR GAMES WERE THIS GOOD"

PC POWER NOV 1994 - 50%

"GRAPHICS TO DIE FOR"

THE EDGE



"RISE OF THE ROBOTS ES UNA COMBINACION SORPRENDEnte DE ARTE Y TECNICA... COMPLEMENTAMENTE DISTINTO DE CUALQUIER «BETA'EM UP»"

MACOMARCA, ESPAÑA



SCREENSHOTS FROM PC VGA VERSION

"LE JEU TANT ATTENDU DE COMBAT DE ROBOTS EST ENFIN PREL. GRAPHISMES SOMPTUEUX ENTIEREMENT REALISES EN IMAGES DE SYNTHÈSES ET ANIMATION D'UNE RAPIDITE REDOUTABLE SONT LES DEUX POINTS FORTS DE CE PRODUIT"

MFC PLAYER, FRANCE

A REVOLUTION IN COMBAT GAMES.

- UNIQUE COMBAT INTELLIGENCE SYSTEM THAT ADAPTS TO AND LEARNS YOUR STYLE OF PLAY.
- THE FIRST GAME WITH FILM QUALITY, CONTROLLABLE 3-D GRAPHICS.
- ROBOT ATTACK ROUTINES CHOREOGRAPHED BY A MARTIAL ARTS EXPERT.
- WITNESS THE FIRST EVER AROUNDING CHARACTER TO APPEAR IN A COMPUTER GAME.
- AWESOME CINEMATIC LINK SEQUENCES.



RISE OF THE ROBOTS
The First Game With Film Quality, Controllable 3-D Graphics

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